Brady

Phillip Robinson &
Nancy Tamosaitis

the joy of CYBERSEX

Contains Adult Themes and Language
Reader Discretion Advised

AN UNDERGROUND GUIDE TO ELECTRONIC EROTICA

Reviews of the "steamiest" software and adult CD-ROMs

Keyhole views into the backrooms of more than 30 online bulletin boards

A peek into the future of cybersex and teledildonics

Foreword by Kathy Keeton, President of Penthouse Interactive



Disk Inside!
Erotic fun and games with *Strip Poker Three* and *Jigsaw Pinups!*

Part One



1

Learning the Ropes

What is cybersex, and how do I get some? If that is what you're asking yourself, then you've come to the right place.

This is the user's guide, a term with which any computer owner is familiar. Other appliances come with instruction manuals; computers and programs have user guides. This is the instruction manual to cybersex space.



CD-ROM: Compact-Disk Read-Only Memory. A read-only optical storage technology that uses compact disks.

The following instructions will explain what you need to get cooking. Just as we assume when describing cybersex that you know something about the birds and the bees, we are also assuming here that you are not a total virgin to the joys of computing. If you have never played with a computer before, read through a basic computing and telecommunications guide before you venture into cyberspace or attempt to set up a CD-ROM drive.

A General Primer

For most of us, the entry into the world of cybersex will take either of two forms. One way to experience it is to play interactive games that come on a CD-ROM disk or view images that appear on a floppy disk. The other way is to use a telecommunications program to go online and chat your way through the world of adult bulletin board services. For both of these activities, you will need a computer. Some of you will use an Apple Macintosh computer, others will use an IBM-compatible computer. The type of computer you use is not too important for online communications. As long as you have a decent modem, you will be able to access the service you want to dial into. Viewing CD-ROM videos and graphic files is a much trickier matter.

We will first look at the joys and pratfalls of peeking at the sexy images on disks.

Disk Dynamics

To view the various forms of erotica appearing on disks, all you need is a computer with the right display and disk drive. Some pictures come on floppy disks. You can't fit more than five or ten pictures on a floppy, and the more that are included on the disk, the lower their quality. Still, almost any computer with a color display and a floppy disk drive—and that means most computers these days—can display such images. You will need to get a disk compatible with your system, because computers use different file formats, such as PICT, GIF, and PCX to store the pictures on disk and different programs to display and browse through the images. A disk for an Apple Macintosh won't work on an IBM-compatible PC machine.

CD-ROM disks are similar to regular audio CD disks except that they also can store graphics and video. CD-ROM disks can store many times as much as a floppy disk, and so a single CD-ROM can store 200 or so pictures. Because adult videos and high resolution graphics collections use huge amounts of disk space, they are usually sold on CD-ROM disks. To see them you will need a CD-ROM drive, and again you should make sure you get a CD-ROM disk that is compatible with your Mac or PC computer. CD-ROM drives are often sold as components in multimedia upgrade packages, although these drives are increasingly becoming a standard feature of new computers. CD-ROM video products require large amounts of RAM operating system memory, so don't expect to view products such as Hidden Obsessions with only two megabytes (MB) of memory.

The images found on disk can be employed for many delightful purposes. One common way to use them is as screen savers for Windows wallpaper. Using the right program, which is often included on the CD-ROM with the pictures, you can turn one of the pictures into the background that appears whenever you haven't touched the keyboard in a while, or as the image behind the various menus and windows in Microsoft's Windows program.



RAM: Random Access Memory: A computer's eletronic memory, as opposed to the magnetic storage of a disk.

In addition to the photo image collections, there are some moving images and animations on disk now, mostly on CD-ROMs. These videos require a fast CD-ROM drive, such as a double-speed or triple-speed drive. These cost more than the slower drives, but are needed to quickly send the large amounts of information from disk to display. Your computer may need to be faster at processing information also, which means you may have to upgrade an old 286 or 386 PC to its faster 486 cousin to enjoy the show. Even so, the on-screen video today typically runs at 15 frames-per-second, only half the speed of television images. That means it looks ragged, flickering along with noticeable jumps between the positions of the pictures that add up to motion. The images are also smaller than TV, sometimes only occupying 1/4 or 1/8 of the screen when viewed at an acceptable resolution.

Why view video on screen if it isn't even television quality? The most important advantage of computer video is that it enables you to interact with an adult game With the right programming behind it, the video

can be divided into a series of clips that you can manipulate. The video can be designed to ask you questions and your answers can dictate which clip is shown next. Although there can only be a limited number of choices, particularly since today's technology does not let us store too many images on a single CD-ROM, the interactive quality makes the pictures much more engaging. There are games that enable you to approach a person in the video, and if you say the right things—choosing from possibilities listed on screen—you get to engage in an onscreen sexual adventure. This can range from watching someone strip on screen, to an animated persona having an orgasm, to you seemingly watching someone approach and engage you—as though the camera were your own eye.

Here are some more detailed pointers about preparing your computer for the challenges of cybersex.

CD-ROM drive. If you don't have one yet and are thinking of buying one, stay away from those $299 specials. They're cheap because they are slow. To play back software quickly and smoothly, and not have to watch the seasons change as you do so, look for a drive with at least a 300 millisecond access time. Look for one that's also described as a double speed drive with a transfer rate of 300 KBS or more. Don't worry what that means other than it moves information from disk to you faster. Toshiba and NEC are two reputable brands.

Memory. On Dos and Windows machines, 8M (megabytes) of memory should be enough to run any CD-ROM video product. Macs sometimes need 12M to 16M to avoid display problems in the middle of a stimulating sequence.

Graphics Playback. On the Mac, most photo collections are contained in HyperCard stacks. The HyperCard browser that is included with all of those products is simple and easy to use, manually or as a slide show. Most of the photo collections also include a demonstration version of the Adobe Photoshop graphics progam that enables you to manipulate the images as you see fit; it can turn those old dirty postcards into an interactive experience. However, you will not be able to print those images from within the Photoshop application.

On the DOS and Windows platforms, a number of different shareware viewers are usually included on disk, although none really has the ease and flexibility of the HyperCard browser. For .GIF files, the file format that is commonly used for images that are available from online services, CShow works very well, and for other formats there are Artshow, PixFolio, and Paint Shop Pro. All of these are shareware programs that are commonly available on-line, so if you use them, send in the fee.

Video Playback. The biggest headache when it comes to video on CD-ROM is the playback system. The most widely used standards for viewing CD-ROM video products are Apple's QuickTime for Mac and QuickTime for Windows and Microsoft's Video for Windows. The player utilities that come with QuickTime movies need 4M of memory for the movie to operate smoothly. Even then you might experience audio breakup and sluggish respones on the movie controls. Each of the recording and playback formats in the DOS/Windows world has its own quirks, the same as QuickTime does. The best advice is to be prepared to call the technical support services of your CD-ROM manufacturer to find out if you will need special drivers to run the programs.

Resolution. No matter which type of computer you run, resolution is a problem. Resolution is measured in bit depth, which determines how many little color dots can be displayed on your screen. The greater the bit depth, 8-, 16-24- or 32-bit, the sharper and cleaner the video picture will be. Think of bit depth as a stack. Computer images are made up of a lot of little dots, or pixels. The more pixels, the more information you can put on a screen. Each of those pixels, however, is resting on another one. The deeper the stacks, the better the resolution. That's why 24-bit is sharper than 8-bit.

Stills on the Mac usually come in both 8-bit PICT or 24-bit TIFF formats. The trouble is, although some of the newer Macintoshes come equipped for 16-bit color, older machines can only view 8-bit images. Therefore, if you have an older machine you may need to upgrade your graphics board in order to see the full splendor of a 24-bit color image. If you are really lusting for high resolution quality, check with an Apple dealer to see if your board can be upgraded.

In the DOS and Windows world, finding the right video card can be problematic. A high quality card with 1M of video RAM should be enough, but unless it is already set up that way, you will have to check the manual that came with the card and most likely install new drivers.

Audio. If you have one of the standard audio cards, you should have no problems in getting the most out of the adult CD-ROM products. SoundBlaster, Media Vision, UltraSound from Gravis are good choices, but far from the only ones. Make sure your card is SoundBlaster compatible; for now, that's the standard everybody uses.

Computer Processing Speed. Cybersex software does run on 386's and Macs with 68030 processors. When moving video is added to their chores, though, the strain can be quite evident. Color video contains a lot of information that needs to be processed quickly. The bigger and faster the processor, the better the playback. It is that simple. If you were looking for an excuse to trade your current machine in for the latest Pentiums, 486's or 68040's, here's your excuse.

Getting Ready to Go on the Boards

To venture into the on-line world of adult bulletin boards you need a personal computer, a modem, a telecommunications program, a telephone line, and the phone number of the bulletin board system (BBS) that you wish to hook up with.

You will probably want to have a color graphic display monitor to view pictures you get from adult bulletin board services. As noted before, most computers sold in the last few years have color graphics boards. Other equipment you may want is a printer to print the images you download from the boards, a scanner to convert pictures of yourself or friends into files for online viewing, and an image processing program to edit pictures.

Listed below are some of the considerations that you should keep in mind when buying and using the equipment needed to get on board the BBS world.

Modems. This is a device that plugs into a computer and a telephone line. Internal modems fit into a slot inside your computer, while external modems are free-standing units that are placed next to your computer. Hooking the modem up is pretty easy—see the modem manual. It will tell you to plug the modem inside the computer or to some jack on its back (things are getting frisky already!). Then you plug the telephone cord—that thin plastic one that runs from the wall to the phone—into a jack on the modem. Poor people have to plug the modem in each time they want to use it, by disconnecting the phone. Rich people buy a second phone cord and run it from the modem's second jack to the telephone. Filthy rich people run a third cord to a fax machine or answering machine and then call others to brag about it, maybe throwing in an automatic switch to send incoming calls to the right device: phone, modem, or fax.

Get a modem that's at least 9600bps fast. That is bits per second, which is also defined as **baud**. A 9600 baud modem is affordable—$150 or so—and practical. Older 2400 baud modems are only a bit cheaper, but 4 times slower. That can mean the difference between 10 minutes and 40 minutes to get an image from the bulletin board. No matter how fast your computer is, your BBS work depends mainly on your modem speed. If you are planning to buy one the official designation for the standard 9600 baud modem is v.32, so look for that designation on your modem's ads and boxes no matter what brand you buy.

Telecommunications program. A computer with a modem that just sits there, stupid and silent, waiting for you to call up a telecommunications program. Programs such as QModem, SmartCom and Procomm Plus let the computer dial up other modem's phone numbers, send passwords when necessary, and save whatever words or pictures come in through the modem. Mac or PC based communications programs range from free shareware types to $500 power packs. For dialing in and chatting on a BBS, you will do fine with the telecommunications program that comes with Microsoft

Windows. If you do quite a bit of BBS work, you will want something more powerful, a program just for telecommunications. Then you will be able to automate some of the more advanced tasks, such as getting and sending pictures.

To dial into a bulletin board service, you will need to get the dial-in number for the service. You can get these numbers from ads in computer magazines, from BBS listings in telecommunications publications such as *Boardwatch* and *Online Access*, and from Appendix A in this book.

Printers. If you download image files from a BBS, you may want to print out a copy for your records, or your bedroom wall. You can get a good inkjet monochrome printer such as the Hewlett-Packard Deskjet for about $400, a color inkjet for about $1,000 (try HP again), or a high quality laser printer for about $800 to $2,000. Printers that have 600 DPI (dots per inch) resolution or better will give you the best quality picture. If you are really obsessed with printing high quality color graphics, you can buy the best color printers for about $10,000.

Scanners. A scanner generally looks like a small copying machine, though some are hand-held portables that look like the mouse on your computer. Instead of creating a paper copy, it creates a computer-saved file of whatever you scan. Take a picture from a from your own collection, scan it, and then it is on your disk. You can view it on screen, manipulate it, with an image processing program, and send it to a BBS. Don't send any picture that you don't own the legal rights to. Some scanners capture black and white only, but the more expensive ones can also capture color. Most scanners can be purchased with an image processing program so that you can remove blemishes from a picture, or enlarge choice bits of anatomy.

Do you want to change the contrast of a photo on the computer screen or enlarge some particular part of a figure's anatomy? With an image processing program such as Adobe Photoshop you can do this, and even more. A powerful image processor will let you take one person out of a two-person image and insert someone else. Or you can enhance features on the person in a picture, adding inches or subtracting scars. You get the idea.

Going On-line

If your only experience in the digital communications world is a commercial online system like CompuServe or America Online, your first foray into the adult bulletin board world will be notably different and undoubtedly memorable. As your fingers walk through the bulletin boards in this book you will discover for yourself that each board is as different as Montauk is to Des Moines, Los Angeles to New York. Each bulletin board is a community attracting people interested in the board's focus, be it bondage and discipline or plain vanilla boy-girl dating! As you travel through the different neighborhoods, you will meet some swinging neighbors who trade sexual partners with ease, others who are looking for their first girlfriend, and the majority who simply want an adult conversation with the possibility of meeting face to face if the on-line chemistry clicks!

Some of the adult boards profiled in this book provide manuals, but many don't. However, this is no reason to panic. Maneuvering your way on-line is easy. Also, if you don't know a command, just ask the other users on-line. Within seconds you will probably have your answer.

To get up and running on the adult boards, you will need a basic communications program such as QModem or ProComm along with your computer and modem. Next, communications parameters need to be set. Almost all of the boards listed in this book use the 8,N,1 settings which stand for 8-bit word size, no parity, and 1 stop bit. Use your program's modem options. These settings can be set in the options area of your program's menu. It is also necessary to set the transmission speed. Set the highest speed that your modem and host modem allows. If you have a 9600 baud modem and the board supports up to 2400 baud, set the speed at 2400 baud. When you call in to the boards at 1200 or 2400 baud, most boards enable entry on all lines. However, many boards will not let low modem speed callers stay on high-speed (9600 baud or higher) lines unless the user is dialing in at high speed. If your major bulletin board activity is chatting, opt for a slower speed, which provides a comfortable reading pace and doesn't require Evelyn Woods speed-reading ability. Set your modem to maximum speed if you plan to transfer files. Sending files to a BBS is called uploading, and receiving a file is known as downloading.

The type and speed of modems supported by each adult board is generally posted in the opening message screens. Many of tbe large, multi-line boards offer an extensive variety of numbers. After you are logged on to the board, check to see if there is a modem number more compatible with your own modem model and speed.

When you first log onto a new bulletin board, you will be greeted with a slew of introductory information. It makes sense to capture this data to disk to reread and examine off-line when the meter isn't running! Read your communications software user's manual for detailed instructions on capturing text.

After you set the communications parameters, speed, and modem number, and dial the BBS's phone number, you will hear the sound of the modem dialing followed by a high-toned squeal and then silence. Depending on what communications software you're using, you will then see `CONNECT` or `OK` on an otherwise blank screen. If the board you're calling is having system troubles, you will probably get a ring-ring response and no pick-up. If this happens, try calling back later. Due to the popularity of many of these boards, you may also receive a busy signal. Since users log in and out a lot, don't lose patience. Simply keep trying to log on again at regular intervals.

Once you've heard your modem's squeals of delights and you have seen the words `CONNECT` or `OK`, press the Enter key once or twice. If you see a bunch of garbled gibberish on your screen, reset your modem to a lower speed.

When you are happily on-line, you will be required to register. The on-line questionnaire will ask for your full name, address, and telephone number. Many of the boards will call you to verify your subscription and request identification be sent to verify that you are an adult. Each board requires that you use a password to gain entry. Remember your password. If you forget the password, the system operator will not refresh your memory, forcing you to register all over again. Most of the adult boards require that all users pick a handle. Keep in mind that everyone on-line will see you by the handle you choose. *"Slut Puppy"* garners a different neighborhood reaction than *"Sara."* Many of the boards also prompt you for details on your computer setup such as the model, your top modem speed, and the number of characters per screen. After you have answered all of the questions, you will be greeted by a welcome screen, followed by

an onslaught of new user information data and bulletins. It is best to capture all of this information to disk for off-line reading to brush up on the rules and regulations of the board.

After you have ventured beyond the new user information and bulletins, you will arrive at the main menu. All movement around the boards is performed by making choices from the menu listings. Some of the boards will grant immediate access after you complete on-line registration with a major credit card, others need a day or two to process your membership. Most of the boards will offer a limited amount of initial access prior to receiving membership fees so that you can get the lay of the land.

Every board listed in this book is unique in what it has to offer. The various menus reflect this diversity. The quickest way to read the tone of the neighborhood is to go into the forum or conference areas. By selecting one of the various adult forums, you can read messages posted by other callers and leave messages of your own. You have the choice of making your messages private or public. However, the sysop can read every message that is inputted into their system. All of the adult boards profiled in this book offer either local and/or networked conferences. If the board you are on carries a national conferences such as ThrobNet or Kinknet you will be able to correspond with users across the country whose boards also have access to those national conferences.

The menu also will list the board's file offerings. Browse through the board's file library listings. In addition to adult files, most boards also offer a significant library of shareware or public domain files.
For example, if you are looking for a viewer to see GIF files, appropriate software is available to download in the Utilities library. The most cost-efficient way to decide what files to download is to first download the file directory list compiled by the sysop. Just what is a GIF anyway? A GIF is a graphics file and acronym for Graphics Interchange Format. Images stored in the GIF format can be seen with a GIF viewer software program on most computers, whether PCs, Macintoshes, or Amigas. The GIF format enables users to see up to 256 colors displayed on screen if you have installed the appropriate video hardware. Lusty GIFs are a major log-on lure for millions of curious or horny users worldwide.

Each adult board arranges their GIF file areas in their own way. Some boards have the GIF library organized into special categories, such as "Toilet Tastes," "Bondage and Discipline," "General Adult," and

"Lesbian." Other boards combine a lot of different sexual tastes into one file area. Either way, to avoid racking up excessive on-line charges mulling over file options, it's a smart idea to first the text file that catalogs and describes the various files. Print out the file and then choose from the file at your leisure.

Some of the adult boards also feature peep-show style animations. At this time, the animations available do not offer anything near the high quality color resolution the GIF images provide. The boards that offer animations also carry the appropriate viewers in their utilities library. You will find four types of animations files formats offered: FLI files, DL files, GL files and self-running animations.

Most of the adult boards included in this book also feature large erotic text libraries that are available for downloading or immediate online viewing. The subject matters vary from board to board, generally reflecting the tone of the board. A bondage board, for instance, will stock a lot of files that deal with sadomasochistic pursuits.

Read your communications prgram's software user manual before beginning a file transfer. Downloading is very easy, but the process does differ from one communications software program to another. Before downloading, find out what protocols your communications software offers, and find out what key you will need to press to begin the transfer. (The most common key to begin a file transfer is Page Down or Page Up).

To begin the downloading sequence, you will need to be in the files area of the board. Select download from the menu options. The system will then ask you to designate a protocol and a file name. Your computer and the host computer need to use the same protocol. Most BBSs offer 10 to 12 protocol options. The most popular are Xmodem and Zmodem. Zmodem is the faster, more cost-efficient alternative. Once you've chosen a protocol, you will be prompted for a file name. Type in the exact file name listing that you desire. The system will then issue a "ready to send" message. At this time, start up your software's download process. Many BBS's offer the option to sign off (or stay on) the board after the download is completed.

Viewing the file listings, you will notice that many of the files have the extension ZIP. These files have been compressed with PKZIP program from PKWare that reduces the file size by recoding the data in a file. Compressed files can be downloaded or uploaded much more quickly



PKZIP: A shareware program for DOS-based computers and is available for downloading on most adult bulletin boards.

than uncompressed files. If you are calling long-distance, the difference between downloading a compressed file and one that is not translates to significant savings. **PKZIP** also enables multiple files to be compressed and stored within a single ZIP file. Once you've downloaded a ZIP file, it must be unzipped to be used. To unzip your file, simply download a copy of the program PKZIP. This program is a DOS-based shareware program readily available on all adult boards that carry compressed files. Look for it in the Utilties or Programs library of your BBS. Among the many files that self-extract upon execution, you will find a user's guide which offers a thorough description about using PKZIP. UNZIP.BIN and StuffIt (with the file extension SIT) are the most common compression programs available for Macintosh users. DOS users can decompress StuffIt files with the utility UNSIT. After files are unzipped, they are copied to your disk in their uncompressed form.

Program files and text files are most frequently processed with PKZIP. GIF files are already compressed and are rarely found further compressed. There is a compression program for GIF files called GIF2JPG, which creates files with the extension JPG. However, this program is rarely used. If you do stumble across it on any of the files you want to view, simply download the program JPG2GIF for file decompression. Although PKZIP is the most frequently found compression utility, some boards utilize more exotic programs not mentioned here. If you have any questions about locating or installing any file compression program, leave a message for the sysop.

Make sure that all of your sign-offs are done properly. Hanging up without going through the on-line good-bye motions could mess up the BBS system's software. Take the time to go to the main menu, select the appropriate command, usually G for good-bye. This step enables the system to be reset for the next caller. Most of the boards offer an option of leaving a message to the sysop prior to logging off. As a new user, this is the perfect opportunity to ask any questions pertaining to the board. No one knows the board better than the sysop who is running it!

If your favorite board is not local and doesn't offer local access, and you've found yourself increasingly addicted to board-life, check out a long distance third party service such as PC Pursuit. PC Pursuit, a service of Sprint Communications, enables BBS users to call with their modem almost anywhere in the country. You don't have to be a Sprint long distance subscriber, and the cost is $30 per month. This enables users to spend up to 30 hours on-line in that month without incurring additional charges. This service is highly recommended for people who like to call BBS's around the country and want to reduce their long distance phone bills. PC Pursuit can be contacted (800) 736-1130, or contact their BBS at (800) 877-2006.

Hunting for Virtual Sex

There's only one kind of virtual sex so far. To use it, close your eyes and fantasize. If what you had in mind was a simulated meeting in cyberspace with a dream lover, the nearest equivalent is still the so-called "hot chats" that proliferate on the adult bulletin boards. Alternatively, you can read magazines such as *Future Sex, Mondo 2000*, and *Wired* to keep up with virtual sex as it develops. You can also buy virtual audio sex disks and tapes now. Pretend to be a blind person in a virtual world, and these disks may feel real. And for some virtual reality play, though not sexual, you can turn to a few arcade games and personal computer simulations. You might also try interactive CD-ROM games or adventures such as *Virtual Valerie*. They are certainly not virtual sex, but they are a lot of fun. As the programs grow more complex, their interactivity and intelligence may offer more immediate fascination than the more encompassing visual worlds of virtual reality. In fact, such programming will be the spirit of virtual sex when it does appear.

The Joy of CyberSex

The Underground Guide to Electronic Erotica

Phillip Robinson and Nancy Tamosaitis,
with Peter Spear and Virginia Soper

Brady

New York London Toronto Sydney Tokyo Singapore

Copyright © 1993 by Brady Publishing

All rights reserved, including the right of reproduction in whole or in part in any form.

Brady Publishing

A Division of Prentice Hall Computer Publishing
15 Columbus Circle
New York, NY 10023

ISBN: 1-56686-107-1

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 93-1 shows that the first printing of the book occurred in 1993.

96 95 94 93 4 3 2 1

Manufactured in the United States of America

Limits of Liability and Disclaimer of Warranty: The author and publisher of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and programs to determine their effectiveness. The author and publisher make no warranty of any kind, expressed or implied, with regard to these programs or the documentation contained in this book. The author and publisher shall not be liable in any event for incidental or consequential damages in connection with, or arising out of, the furnishing, performance, or use of these programs.

Trademarks: Most computer and software brand names have trademarks or registered trademarks. The individual trademarks have not been listed here.

Credits

Publisher
Michael Violano

Acquisitions Director
Jono Hardjowirogo

Managing Editor
Kelly D. Dobbs

Acquisitions Editor
Perry King

Production Editor
Bettina A. Versaci

Developmental Editor
Lisa P. Rose

Copy Editors
John Burek
Tyrone Prescod

Editorial Assistant
Yana Strutin

Marketing Director
Lonny Stein

Marketing Coordinator
Laura Cadorette

Book Designer
Scott Cook

Cover Designer
Jay Corpus

Production Team
Brad Chinn, Scott Cook, Greg Simsic, Mary Beth Wakefield

About the Authors

Phillip Robinson writes a nationally syndicated column on computing for the Knight-Ridder news service and his articles on hardware and software have been published in magazines such as *Byte, MacUser,* and *MacWeek.* He is the author of more than a dozen computer books, including *Delivering Electronic Mail.*

The Joy of CyberSex marks **Nancy Tamosaitis**'s debut as a published book author. She has served as a public relations adviser for Philippe Kahn, the CEO at the software giant Borland International, a business relationship that was carried out over e-mail. Intrigued by the liberating potential of cybersex interactions, Tamosaitis embarked on a mission to explore the outer erotic limits of the digital domain for this book. When not chatting online, she runs a public relations business in New York City. A violaist, she attended The Juilliard School.

Acknowledgments

First and foremost, I'd like to extend special thanks to Perry King and Lisa Rose, editors of infinite patience, skill and good humor. Thanks and appreciation also go to Brady Publishing's Michael Violano, Jono Hardjowirogo, Lonny Stein, Bettina Versaci, Pat Carroll, and Laura Cadorette, who was brave enough to suggest that I coauthor this sexy book!

I'd also like to thank Philippe Kahn for teaching me the power and intrinsic value of online communications. As Philippe has often said, cyberspace communications prove the importance of "substance over style."

Heartfelt appreciation goes out to Steve Bress for all his guidance and help regarding this book. Everyone should have such a brilliant, Bill Gates-in-the-making friend.

Love and appreciation also go to Ron Thompson, amateur sexologist, who is living proof that offline antics are infinitely more satisfying than anything ever experienced in the digital domain! :)

Kudos also are in order for my parents whose initial fateful, random phone call proves that a cold call can sometimes be the catalyst for a hot relationship.

NT

Contents-at-a-Glance

Foreword: by Kathy Keeton, Vice-Chairman of General Media International Ltd. xiii

Introduction: Exploring the World of On-Line Erotica xvii

Part One: Learning the Ropes 1

Part Two: Looking for Love on All the Right Disks 17

Part Three: Mama Told Me Not to Come: Over the Lines and Across the Boards 77

Part Four: Cybersex Visions 235

Appendix A: Adult Disk Products 289

Appendix B: Additional Adult Bulletin Board Listings, By State 295

Appendix C: References and Additional Recommended Reading Material 307

Appendix D: The Games on the Disk 311

Index 317

Contents

Foreword **xiii**

Introduction **xvii**

Part One **1**

Learning the Ropes **2**

A General Primer 3
Disk Dynamics 3
Getting Ready to Go on the Boards 7
Going On-line 10
Hunting for Virtual Sex 15

Part Two **17**

Looking for Love on All the Right Disks **18**

Cybersex by Any Other Name Is Still a Business 19
From Digits to Demons 20
The Coming of the Personal Computer 23
The Good, Soft Parts 29
Virtual Sex—Getting It on Together 32
Choice Bits: Interactive CD-ROM 33
Penthouse Interactive Virtual Photography Studio 33
The Interactive Adventures of Seymore Butts 35
Nightwatch Interactive 37
True Blue Cyber Flix:Erotic CD-ROM Videos 39
House of Sleeping Beauties 41
House of Dreams 41
Hidden Obsessions 42
Secrets 43
You Must Have Been a Beautiful Baby: Erotic Photo Collections ... 43
Centerfolds on Disk, Variety Sets #1 & #2 45
Lovely Ladies II 46

The Donatelli Collection, Volume 3 47
Heavenly Bodies 1 & 2 Heavenly Hunks 48
Museum Pieces 50
Olivia (The Exotica Collection) 50
The Vasta Collection 52
Anything You Can Stuff into a Box 55
The Adult Reference Library 55
The Sexotica Collection 57
The Fox Pack Collection 59
Playing Around: Adult Computer Games 63
Strip Poker Three 63
SeXXcapades—The Game 65
SeXXcapades—The Movie 65
Spellcasting series 68
Cobra Mission 71
Stick It in Your Ear: Erotic Audio CDs 73
Getting Your Heart's Desire 76

Part Three 77

Mama Told Me Not to Come: Over the Lines and Across the Boards 78

Aline, Newcom LINK 91
The Backroom, Brooklyn, NY 95
ECHO [East Coast Hangout] 99
The English Palace 110
EROSLink 121
Event Horizons 126
Eye Contact 129
Gabby's Lounge 132
THe GaRBaGe DuMP 136
Heat In The Night 143
Hotlanta, Roswell, GA 145
LACE 147
Laura's Lair 153
Lifestyle & Lifestyle GRAFIX 157
Mindvox 167
NIX*PIX 171

NixPix Person-to-Person 180
ODYSSEY 183
Penthouse Online 187
Pleasure Dome, Norfolk, Virginia 194
Rusty n Edie's, Boardman, OH 199
Star BBS Network, Northern and Central New Jersey 201
Texas Talk 212
The Well (Whole Earth 'Lectronic Link) 215
The West Side 220
Windup 224
Windy City Freedom Fortress 228
Carnal Knowledge On-line, Signing Off.... 231

Part Four 235

CyberSex Visions 236

The Essence of Virtual Sex and Virtual Reality 237
Suiting Up for a Night on the Town 238
The Shape of Love in Virtual Reality 241
How Close Is Virtual Reality? 243
Forms of Virtuality 245
The Sex in Virtual Reality 251
Virtual Sex in the Movies 260
Virtual Sex and Television 268
Virtual Audio 271
Cybersex in the Theater 273
Virtual Rags 275
New Media 275
Details 277
Wired 279
Future Sex 281
Mondo 2000 286

Appendix A 289

Adult Disk Products 290

Appendix B **295**

Additional Adult Bulletin Board Listings, By State **296**

Appendix C **307**

References & Additional Recommended Reading Material **308**

Appendix D **311**

The Games on the Disk **312**

Setting Up 313
Loading Up the Games 313
Playing Strip Poker 3 313
Playing Jigsaw Pinups 316

Foreword

*In 1965, Bob Guccione hired Kathy Keeton to work in the sales department of a new magazine—**Penthouse**. Today, Kathy Keeton is Vice-Chairman of General Media International Ltd. and President of **Omni**, **Longevity**, and **Compute**.*

"The empires of the future will be empires of the mind."—Winston Churchill

Welcome to "cyberspace," the waycool, red-hot new arena of autoerotica or "cybersex," as it has come to be called by the denizens of today's high-speed data networks.

The word "cyberspace" was originally coined in 1984 by novelist William Gibson in his book *Neuromancer*. His definition for the realm of electronic existence was: "A consensual hallucination experienced daily by billions...a graphic representation of data abstracted from the banks of every computer in the human system...lines of light ranged in the non-space of the mind, clusters and constellations of data like city lights receding."

Today, cybersex exists in text and graphic form on bulletin boards, online "chat lines," floppy disks, and interactive CD-ROMs. But coming soon is the ultimate cybersex experience via "virtual reality." Virtual reality is a new technology that promises, among other things, the experience of simulated sex. The marriage of that oldest and most powerful of human drives to the most sophisticated and powerful new technology is an endeavor that may soon irrevocably redefine human sexual relationships.

There are moments in history when the advance of knowledge breaks through old barriers—the most important of these events being the creation of new tools, tools which enhance our senses and enable us to see or do things in a new and different way. The telescope was one such tool, the microscope another. And both changed forever the way we saw our world. But it is the computer with its ability to manage enormous amounts of data and to simulate reality, that will provide a dramatic new paradigm for the human sexual condition. Predictably, some wag has

already coined a new word for it—teledildonics, or simulated sex at a distance.

General Media's interactive electronic world of erotica differs from other marketplace contenders because some of the "erotic" products are so shoddy they actually debase their users and that's a shame. In the market place of Eros, it is also a fatal marketing flaw. If the product is bad, distributors won't distribute, stores won't stock and people won't buy, at least not in large numbers. The real trick is to not only give them something titillating, but also make it as elegant, as beautiful, as sophisticated and as classy as possible, whether the medium is paper, film, video, telephone line, interactive CD-ROM, on-line, two-way interactive television or virtual reality.

Just imagine yourself in the near future getting decked out in your cybersensual sex suit for a hot night out on the nets. You plug your jack into your cybernetic interface device, which then enables you to receive and transmit realistic tactile sensations. Suddenly, you are in a strange new world where miraculously you can run your hands through virtual hair, touch virtual silk, unzip virtual clothing and caress virtual flesh. You would be having what might be called a "neuromimetic sexual experience," where sensations experienced by your nerves are translated into electronic pulses. You don't have to feel the sensations, you only have to *believe* that you are feeling them. In a neuromimetic world, our tactile and other senses could be increased a thousandfold in ways that boggle the mind.

Unquestionably, these new technologies offer great opportunities to enhance the autoerotic experience. But let's stop for a moment and consider how this new form of socializing will change us. To quote Howard Rheingold, author of *Virtual Reality,* "If everyone can look as beautiful or handsome, sound as sexy and be as nubile and virile as everyone else, what then will be the new semiotics of mating?" In other words, will the signs and gestures we use to signal our sexuality be transformed? Will the symbols be taken from the real world or will they be based on the paraphernalia of a future version of cyberspace? Will we become immersed in our own private cyberworlds? Will we become like the people of the planet Solaria in Isaac Asimov's *Foundation* series, who lived in total isolation and couldn't bear to touch or even see each other in true reality?

Virtual reality is a very important event in the evolution of human and machine symbiosis, and once you begin to think of "sex at a distance," it's amazing how many other questions of morality and commercial practicality arise. Will people charge for simulated services? If so, how? How will advertisers use these new technologies? Will your virtual persona be held liable for any virtual abuse he or she commits while cruising the nets?

One way to view this incredible new technology is as a magical doorway to exciting new worlds. Another is to realize that as we stand on the brink of a new millenium, reality as we now perceive it is mutating behind an electronic screen. Nothing will ever be quite the same again.

Kathy Keeton

Vice-Chairman of General Media International Ltd.

Introduction

Exploring the World of On-line Erotica

Computers and sex. The contradictions are obvious. What could be further apart than cold boxes calculating and hot bodies coming? This book shows that just isn't true. Computers are infinitely flexible to do anything we program them to. People are desperately interested in sex. The result is that the computer is now becoming another tool, another avenue, another forum for sex. Hard drives are enlivening sex drives. Phrases such as "plugging in," "interfacing," and "spreadsheet" are taking on double entendre duty. And a new word has been coined to define the various forms of erotic pleasure pursued on computers. The word is cybersex, and the word is hot.

Just what is cybersex? Is it a social disease? Most certainly, as many of the critics of this daring new media can attest. It breeds dangerous forms of sensuality and eventually may isolate us from each other if cheap simulated virtual sex ever becomes available. Is it a social blessing? Of course. How else can you describe the ultimate form of safe sex, the medium that gives you the freedom to make simulated love to partners around the world and link up every night with your own special group of sado-masochistic, bottom-paddling, sex slave-seeking, foot fetishists? It's cheeky, it's genteel, it's exploitative, it's tender, it's wild, it's funny, it's old, it's new, it's kinky, it's blatant, and it can be fantastic.

You may want to try cybersex or you may want to take a peek behind the curtains. Most people who read about the hot antics taking place on adult bulletin board services such as The Pleasure Dome or The English Palace will probably never dial up and join in. Likewise, though you may be titillated by the thought of playing one of the graphic sex games discussed in this book, can you really imagine yourself calling together

your Scrabble group for a racier version of show and tell? If your answer is a profound yes, this book may be just what you need.

This book's four sections include a user's guide, a tour of on-line adult bulletin boards, a review of erotic CD-ROMs and disks, and an examination of the new field of interaction in the artificial worlds of virtual reality.

Learning the Ropes. Most Cybersex requires a computer. This section tells you what kind of computer to get, how to set it up, and then how to use the various resources or "toys" described in the later sections. You will get a basic understanding of how to get "on-line" with bulletin boards and what type of equipment to buy in order to fulfill your fantasies.

Looking for Love on All the Right Disks. In this section, the husband and wife team of Peter Spear and Virginia Soper take a decidedly irreverent look at the field of erotic disks. CD-ROMs, which look just like the popular audio CD disk, are optical disks that contain digitized information about graphics and sounds. There are now dozens of CD-ROMs packed with adult images, ranging from French postcards of the 1920s, to models in lingerie, to a variety of beefcake. With the right equipment—computer equipment, we mean—you can view these pictures on your computer screen. You also can use programs to create your own on-screen slideshows of your favorite pictures, use other programs to manipulate the pictures—such as changing colors or even cropping or changing the image—and print the results. There are also a few floppy-disk collections of images and many adult games for those without a CD-ROM drive.

You will also find CD-ROMs with short adult videos. And you'll find home videos, naked-body pictures, and even animations, built into computer games. Some of these are typical arcade stuff—rescue the princess and she'll be grateful. But here, she is grateful in a way that you probably won't find down at the arcade games in the mall. Other CD-ROM games are voyeuristic, where you can make choices on-screen to please a character or to see how far you can get exploring a place and the horny people inhabiting it. You could get your face slapped or you might hear noises and see images on-screen that would be embarassing if heard or seen in a public place.

Mama Told Me Not to Come. Here, Nancy Tamosaitis leads you on a tour of thirty of the most lively adult bulletin board services (BBS). BBS's are computer forums set for you and other computer users to call into and exchange messages and pictures. There are thousands of such boards, and hundreds of them have adult areas or are entirely devoted to "adult" topics. This chapter describes how they work, what kind of people you'll run into there, what kind of erotic images can be found on-line, and how you can actually meet, or actually avoid, seeing bulletin board folks in the flesh. You'll eavesdrop on bulletin board conversations and be introduced to colorful characters who hang out there. The section is peppered with margin notes that will help you understand this strange and wonderful new world of on-line swinging. With any luck, you may find out where to look for your own personal joy of cybersex.

Cybersex Visions. What more can you desire after slipping into on-line connections, sexy graphic files, and steamy interactive games? How about a whole new visual universe, a place populated by your own fantasies? That's the prospect for virtual sex, built on the so-called virtual reality technology. The last section of this book explains what virtual reality is and how it may change the way you experience sex in the future. In this section, Phillip Robinson looks at who is creating and monitoring the new media, and talks with men and women at a new breed of magazines, cinema companies, and software development houses who are striving to turn fantasy into reality.

You say that all this new-fangled gadgetry cannot possibly affect you and your tried-and-true sex life? Don't look now, but there may be some secrets lying in wait for you the next time you boot up your computer.

To help you digest the ins and outs of the world of cybersex more easily, we have provided snippets of information in the margins. They include:

Cyberlex: Quickie definitions of on-line communication terms.

Nasties and Nicies: Rules of on-line etiquette.

On-line Types: Character sketches of a few people you might meet on-line.

Piece of Mind: Views of cybersex from on-line users.

Smiles and Winks: Examples of symbols used as shorthand in on-line conversations.

VirtualTrivia: Facts about virtual reality and virtual sex.

Now that you have seen the map, take a trip into the latest and perhaps most exciting vehicle for sexual arousal. Just as one of the biggest markets for early VCRs was XXX-rated tapes, the personal computer is becoming personal in a way few expected. You'll see here that computers and sex are no contradiction after all, any more than cars and sex, or phones and sex.